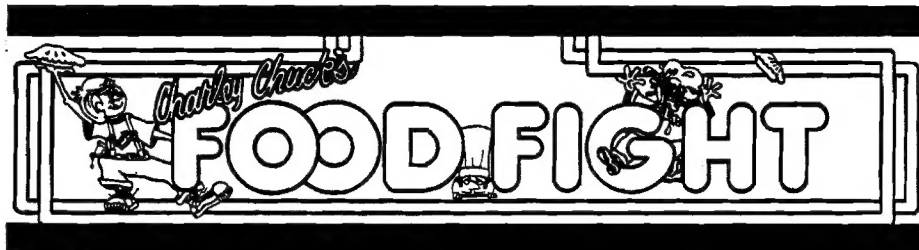# Supplement to the

Operators Manual (TM-229)

Game Play & Joystick

This Supplement provides game play information and revised joystick maintenance procedures. Please insert this Supplement into your Operators Manual for future reference.

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Appendix A

Gimbal Joystick Maintenance and Repair

> **⚠ — WARNING — ⚠**
>
> Before removing or repairing the joystick, **turn the game off**.

Removing the Joystick

Normal maintenance involves lubricating four parts in the joystick control approximately every three months (this requires removing the control).

1. Open the control panel. Tilt the control panel towards you.

2. Unsolder the harness from the two potentiometers on the joystick assembly.

3. From the inside of the control panel, remove the four flat and lock washers, hex nuts, and carriage bolts that mount the joystick to the control panel.

4. Open up the joystick control assembly by removing the four flat washers, hex nuts, and long screws (see Figure 3-4 in TM-229). At this point, most of the parts should disassemble.

Replacing the Joystick Bellows

1. Remove both gimbals and the bellows cap.

2. Slide the bellows off the bottom of the shaft and slide the new bellows up over shaft.

Replacing the Control and Mounting Plates

If the square pattern control plate (part no. 036953-01) or mounting plate (part no. 036954-01) need replacing, disassemble the lower half of the control as follows:

1. Remove the four hex nuts.

2. Support the pivot ball of the pivot shaft assembly on a hard surface that has a hole slightly deeper than the length of the roll pin (see Figure A-1 in TM-229).

3. Knock out the $\frac{3}{16}$-inch roll pin using a $\frac{3}{16}$-inch punch. Reassemble in reverse order.
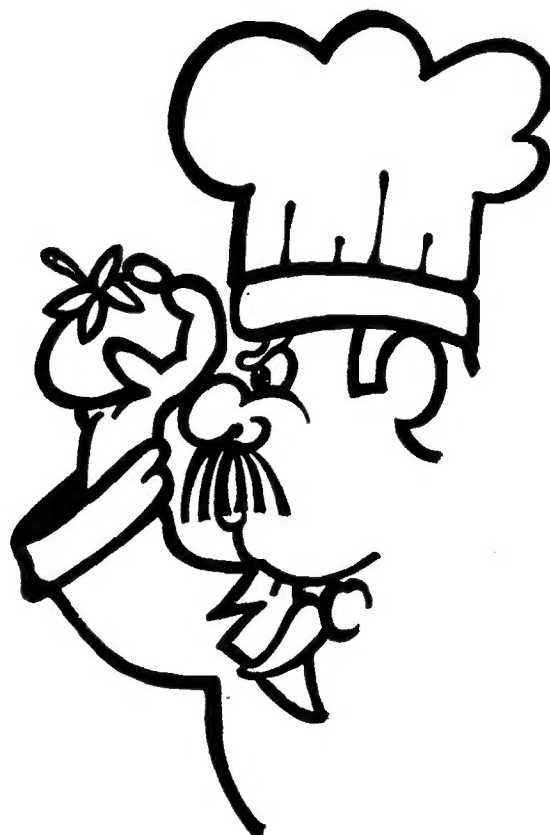
Lubricating the Joystick

For lubrication, use only Nyogel 779 lubricant (Atari part no. 178027-001). Lubricate the following parts inside the control (see Figure 3-4 in TM-229 for illustration of lubrication points):

- The insides of the two black linkages, located on the potentiometer shafts.

- The insides of the two gimbals, where the bottom of the shaft wears against them.

- The sides of the pivot ball housings at the four holes where the gimbals are attached.

Reinstalling the Joystick

Reassemble the joystick control, and then reinstall it in the control panel. Reconnect the harness wires as shown in Figure 3-3 in TM-229. *Make sure the right colors go to the tabs on the potentiometers.* Refer to Chapter 2, Main Self-Test Menu, for instructions on how to recalibrate the joystick.

D. Game Play

The Food Fight game is a one- or two-player game played with a joystick and a THROW button on a color raster-scan video display. The player controls Food Fight hero, Charley Chuck, who tries to get points by eating an ice cream cone before it melts. However, Chuck must fight off Oscar, Angelo, Jacques, and Zorba while trying to reach the ice cream cone. These chefs rise from holes and throw food at Chuck. When Chuck eats the ice cream cone, the ice cream flavor (color) changes and the game difficulty increases.

Food Fight has five possible operating modes: attract, play, instant replay, high-score, and self-test. Self-test is a special mode for testing the game switches and microprocessor functions (see Chapter 2).

Attract Mode

The attract mode is composed of six different display sub-modes. Attract begins with a sample of game play on Level 4. All motions are shown with Chuck throwing food and the chefs actively pursuing Chuck. This display ends when Chuck reaches the ice cream cone. The second sub-mode is similiar to the first, but shows sample game play on Level 15. The third sub-mode displays the *Food Fight* script logo appearing out of a flurry of flying food. The fourth sub-mode displays the script logo *Food Fight* while demonstrating the individual activities of the game, i.e., motion and food throwing. This mode starts with introductions of all four chefs, Charley Chuck, and the five basic food groups: peas, bananas, pies, tomatoes, and watermelon. The fifth sub-mode is similiar to the first two, but shows sample game play on Level 32. Finally, attract shows the high-score table with the three permanent high scores and the additional twelve daily high scores. After the high-score table, the attract cycles back to the first sub-mode at Level 4.

Play Mode

The player controls the hero of Food Fight, Charley Chuck, by using the joystick to change the direction in which Chuck runs and throws. By keeping the joystick near the center, the player can change Chuck's direction without moving him. If Chuck is holding food and the player presses the THROW button, Chuck will throw food in the direction he is currently facing.

Chuck picks up a piece of food when standing near a pile of bananas, peas, tomatoes, pies, or watermelon. Once he is holding food, Chuck can carry it around, or stand by a pile and throw until the pile is depleted.

A life is lost if Chuck is caught by a chef, hit by food, falls into an open hole, or if the cone melts away. Chuck gets points by eating the cone (500 times the level, with a maximum of 25,000 points), by hitting a chef with food (100 to 1000 points), by leading chef into a hole (200 points), and for food which is left in piles when he eats the cone (100 points for each food pile). If the game is exciting, an Instant Replay may occur.

Instant Replay mode

Instant Replay occurs if the player has eaten the ice cream cone after an exciting, intense performance in the game. To the accompaniment of the Food Fight theme, the game recreates the just-completed level under computer control. After the instant replay, the player proceeds to the next level.

High-Score Mode

If the player has received one of the 15 best scores, he is given the chance to enter his initials. A circle of the alphabet and backspace is displayed around Charley Chuck. Using his arm, Chuck directs the watermelon pieces towards the correct letter. By pressing the THROW button, the letter is added as one of the three initials. The player is given 30 seconds to complete the initial entry.

Hints for Game Play

- The different foods fly at characteristic speeds and distances. In addition, peas disperse, and the watermelon piles cannot be depleted.

- Each of the four chefs has a distinct behavior, which Chuck can use to his advantage. All four chefs run directly at Chuck if he stops moving.

- If Chuck is holding food while he eats the cone, he will still be holding that food at the start of the next level.

- A skilled player can earn many more points by using level select to start his game at a higher level.